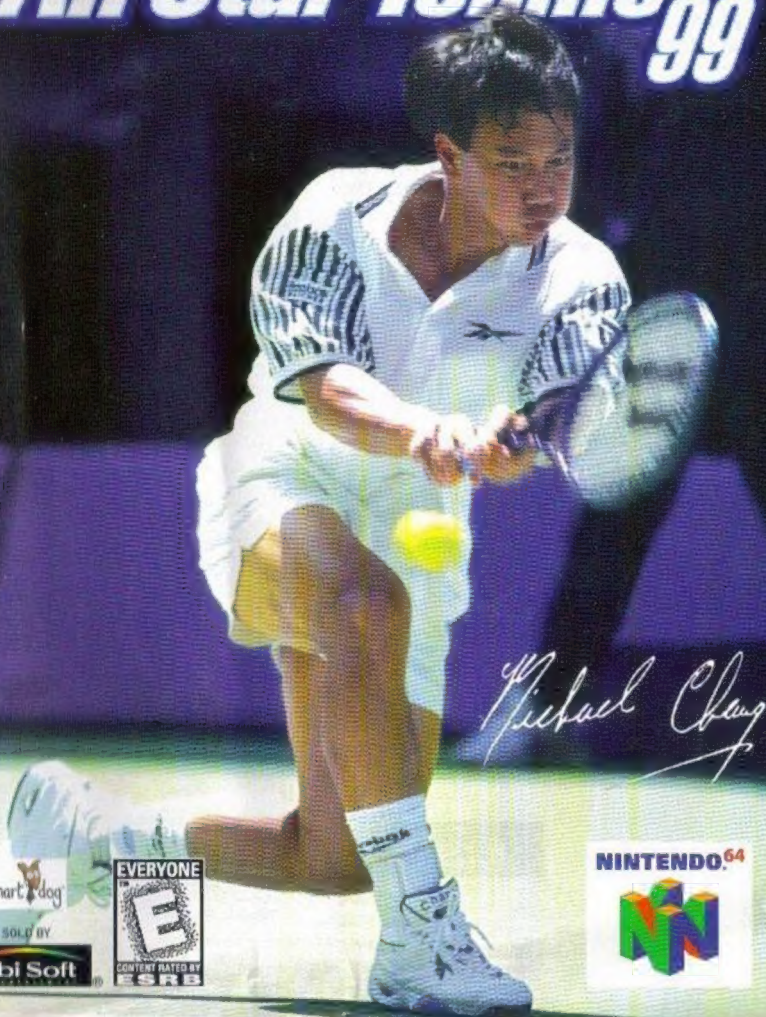


INSTRUCTION BOOKLET

# All Star Tennis<sup>99</sup>

*Michael Chang*NINTENDO<sup>64</sup>

## WARNINGS AND CONSUMER INFORMATION

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO  
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND  
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
©1996 NINTENDO OF AMERICA INC.





## CONTENTS

---

Control Stick .....	2
Starting the Game .....	2
Controller Diagram .....	3
Playing Tips .....	4
Setting Up the Game .....	4
Select Mode .....	4
Smash Tennis .....	4
World Tour .....	5
Bomb Tennis .....	5
Options .....	5
All Star Tennis '99 Players	
Michael Chang .....	7
Jana Novotna .....	8
Richard Krajicek .....	9
Mark Philippoussis .....	10
Amanda Coetzer .....	11
Gustavo Kuerten .....	12
Conchita Martínez .....	13
Jonas Björkman .....	14
All Star Tennis '99 Credits ..	16

# CONTROL STICK FUNCTION

---

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

## STARTING THE GAME

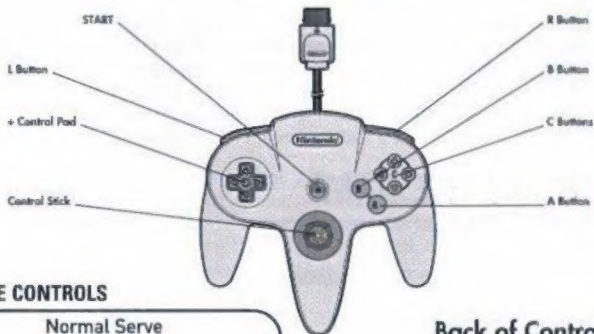
---

1. Make sure the power is OFF on the Nintendo® 64 console.
2. Insert the All Star Tennis '99 cartridge into the Nintendo® 64 console.
3. Insert Controllers into sockets.
4. Turn the POWER switch to ON.
5. From the All Star Tennis '99 logo press A to proceed to the main menu.



# CONTROLLER DIAGRAM

## N64® Controller



### SERVE CONTROLS

A	Normal Serve
C Left	Serve with slice
B	Serve with topspin

### SHOT CONTROLS

C Left	Lob
C Down	Back spin
A	Top spin
R+Z+C Left then C Down	Special move1
R+Z+B then A	Special move2

### MENU CONTROLS

Analog Stick/D-Pad	Move through menus
A	Select/Forward
B	Back/Quit
Start	Select all desired players in tournament mode

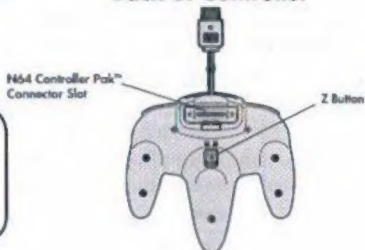
### NEAR COURT

UP	Run towards the net; increase power of the shot	R	Swerve right
DOWN	Run towards base line; decrease power of the shot	L or Z	Swerve left
LEFT	Run left; angle shot to the left		
RIGHT	Run right; angle shot to the right		

### FAR COURT

UP	Run towards the base line; decrease power of the shot	R	Swerve left
DOWN	Run towards the net; increase power of the shot	L or Z	Swerve right
LEFT	Run right; angle the shot to the right		
RIGHT	Run left; angle the shot to the left		

### Back of Controller





# PLAYING TIPS

---

Footwork is a key to every tennis player's success. The quicker the player is able to get in proper position to hit the ball the better able to place the shot.

Keep the opponent guessing. Use a variety of different shots and move the ball around the court. To place shots, simultaneously press the Control Stick with one of the shot buttons. For example, to hit a cross-court groundstroke from the right side of the near court, press the left arrow and A. The reaction of the ball is greater the longer the buttons are pressed. It is also possible to add after-touch by pressing R or L immediately after a shot is taken. This adds extra ball movement to the left or right.

## SETTING UP THE GAME

---

### MAIN MENU

Smash Tennis • Arcade • Bomb Tennis • Options

### SMASH TENNIS (1 - 8 PLAYERS)

Smash Tennis is a traditional tennis exhibition with the option to play a singles or doubles match or compete in a tournament.

#### Singles (1 - 2 players)

Player 1: Use the Control Stick to select a character and press A to continue.

Player 2: Use the Control Stick to select a character and press A to continue.

If player 2 is selected using the same joystick as player 1, then player 2 will be computer controlled. Press B to return to the previous screen.

#### Doubles (1 - 4 players)

Player 1: Use the Control Stick to select a character and press A to continue.

Players 2 - 4: Use the Control Stick to select a character and press A to continue.

Players 1 & 2 are on Team A. Players 3 & 4 are on Team B. If players 2, 3 & 4 are selected using the same controller as player 1, then these will be computer controlled players. Press B to return to the previous screen.

#### Single Tournament (1 Player)

Use the Control Stick to select a player and chose up to 7 opponents. To begin a smaller tournament with less than 8 players, press START when the desired number of opponents are selected.

#### Tournament (4 - 8 Players)

Players 1 - 8: Use the Control Stick to select a player and press A to continue.

Press B to return to the previous screen.

There must be 4 players to start a tournament match

#### TOURNAMENT TREE

This screen allows you to view the opponents you will face in a Tournament. Press A to continue or press B to return to the previous screen.

Player 1: Select a character using the Control Stick and press A to continue.

## WORLD TOUR (1 PLAYER)

The World Tour is a succession of traditional matches played around the world. The goal is to progress through eleven matches played on various courts. Each opponent becomes more skillful and therefore harder to beat. Successfully move through each round and become the ultimate Champion!!!

**Player 1:** Select a character using the directional arrows and press A to continue.

To save a game, select an empty slot at the beginning of a match, no external memory cards needed.

## BOMB TENNIS (1 - 2 PLAYERS)

Concentration skills are a key to success in Bomb Tennis! This mode is similar to smash tennis except for the ability to shoot bombs at the opposition. When the ball bounces in the opponent's court, it leaves a small mine behind. If the player comes into contact with it or the opponent ball lands on a mine, the point is lost. When ball is returned before the ball bounces no mine is left.

## OPTIONS

Alter game details such as music and sound volumes in the options screen. Scroll through by moving the Control Stick and press A to continue. Press B to return to the previous screen.

<b>Music Volume</b>	<b>0 - 10</b>	<b>Auto Replay</b>	<b>On/Off</b>
<b>Sound Volume</b>	<b>0 - 10</b>	<b>Tie Break</b>	<b>On/Off</b>
<b>Sets per Match</b>	<b>1 - 3 - 5</b>	<b>Audio</b>	<b>Stereo/Mono</b>
<b>Tournament</b>	<b>Quick/Normal</b>	<b>Special Moves</b>	<b>On/Off</b>
<b>Difficulty</b>	<b>Easy /Medium /Hard</b>		

### Tournament:

Setting to quick shortens the sets while playing a tournament. In quick mode the first player that wins 2 games moves on to the next round.

### Difficulty:

The level of difficulty can be adjusted for every player's skill level by setting it to Easy, Medium or Hard.

### Tie Break:

The normal rules of tennis state there is no tiebreak in the final set. By switching this option to ON there will be a tiebreak in the final set.

### Special Moves:

There are two special moves available to each player. To use these, the player must build up enough units on their energy bar. The icon in the top corner of the screen displays the amount of energy units available. These accumulate with each winning shot hit.

Each special move requires a different amount of energy. After scoring three points, the three central segments will light. The following point will light the lower, larger segment indicating that special move 1 is available. To access special move 2 the icon must be entirely lit.

### Special Move 1

Special Move 1 is a powerful forehand or backhand shot into the opponent's court. This shot uses four units of energy.

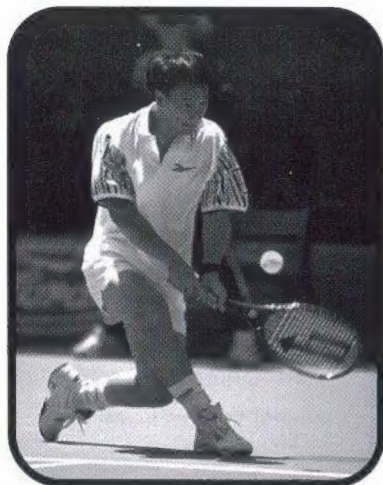
### Special Move 2

Special Move 2 is a warped shot. This shot causes a visual effect to appear in the center of the net. The ball enters this warp field and disappears, it then re-appears seconds later on the opposite side of the net, exiting at a different angle to its entry angle. This shot uses 8 units of energy.

### PAUSE MENU OPTIONS

Action Replay:	View the previous play with the ACTION REPLAY feature. Press L1 or R1 to switch between 4 different camera angles.
Change View:	Switch the camera angle.
View Stats:	Analyze the current player stats: Aces, First Serve Percentage, Double Faults, Points Won and Fastest Serve.
Ball Color:	Customize the ball color for best viewing.
View Scoreboard:	View the current score.
Abandon Match:	Terminate the current match.





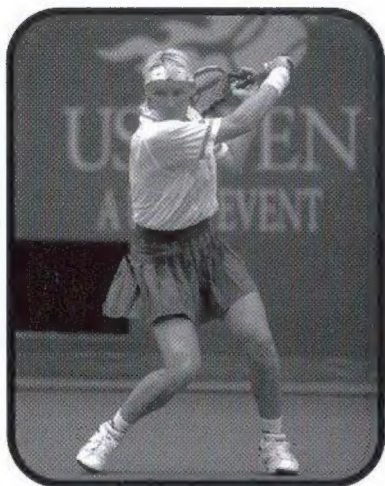
## MICHAEL CHANG

---

- BORN ON FEBRUARY 22, 1972  
IN NEW JERSEY, USA
- HEIGHT:  
5'9" (1.75M)
- WEIGHT:  
150LBS (68KG)
- PLAYS:  
RIGHT-HANDED
- HIGHEST SINGLES RANKING:  
2 (SEPTEMBER 1996)
- FASTEST SERVE:  
130 MPH (210 KM/H)

### CAREER HIGHLIGHTS

- Grand Slam Tournaments: Defeated Stefan Edberg to become the Youngest French Open Champion in 1989, (first American male winner since 1955), French Open finalist in 1995, Australian Open Finalist in 1996, Australian Open Semifinalist in 1997, US Open Finalist in 1996, US Open Semifinalist in 1997.
- Super 9 Tournaments: Indian Wells Champion in 1997, 1996, 1992; Cincinnati Champion in 1994 and 1993; Key Biscayne Champion in 1992.
- Currently owns the longest active streak on the ATP Tour - having won at least one singles title for the past 11 years.



## JANA NOVOTNA

### *CURRENT WIMBLEDON CHAMPION!!*

- BORN ON OCTOBER 2, 1968  
IN BRNO, CZECH REPUBLIC
- TURNED PRO:  
1987
- HEIGHT:  
5'9" (1.75M)
- WEIGHT:  
139LBS (63KG)
- PLAYS:  
RIGHT-HANDED
- HIGHEST SINGLES RANKING:  
2 (YEAR 1997)

### CAREER HIGHLIGHTS

- Grand Slam Tournaments: Wimbledon Champion in 1998, Wimbledon Finalist in 1997 and 1993, Wimbledon Semifinalist in 1995 and 1994, Australian Open Finalist in 1991, French Open Semifinalist in 1996 and 1990, US Open Semifinalist in 1994 and 1995.
- Category I Tournaments: Moscow Champion in 1997, Zurich Champion in 1996.



## GUSTAVO KUERTEN

---

- BORN ON SEPTEMBER 10, 1976  
IN FLORIANOPOLIS, BRAZIL
- TURNED PRO:  
1995
- HEIGHT:  
6'3" (1.90M)
- WEIGHT:  
165LBS (75KG)
- PLAYS:  
RIGHT-HANDED
- HIGHEST SINGLES RANKING:  
8 (AUGUST 1997)
- FASTEST SERVE:  
127 MPH (205 KM/H)

### CAREER HIGHLIGHTS

- Grand Slam Tournaments: First Brazilian player to become French Open Champion in 1997.
- Super 9 Tournaments: Key of Biscayne Quarterfinalist in 1998, Cincinnati Quarterfinalist in 1997, Stuttgart-outdoor Champion in 1998.





## RICHARD KRAJICEK

---

- BORN ON DECEMBER 6, 1971, IN ROTTERDAM, THE NETHERLANDS
- HEIGHT: 6'5" (1.96M)
- WEIGHT: 190LBS (86KG)
- PLAYS: RIGHT-HANDED
- HIGHEST SINGLES RANKING: 5 (APRIL 1997)
- FASTEST SERVE: 139 MPH (224 KM/H)

### CAREER HIGHLIGHTS

- Grand Slam Tournaments: Wimbledon Champion in 1996, Wimbledon Semifinalist in 1998, Australian Open Semifinalist in 1992, French Open Quarterfinalist in 1996, French Open Semifinalist in 1993, US Open Quarterfinalist in 1997.
- Super 9 Tournaments: Stuttgart Outdoor Champion in 1998, Stuttgart Indoor Champion in 1995, Stuttgart Indoor Finalist in 1997 and 1993, Monte Carlo Semifinalist in 1998, Monte Carlo Quarterfinalist in 1997, Paris-Bercy Indoor Quarterfinalist in 1997.



## MARK PHILIPPOUSSIS

---

- BORN ON NOVEMBER 7, 1976  
IN MELBOURNE, VICTORIA,  
AUSTRALIA
- TURNED PRO:  
1994
- HEIGHT:  
6'4" (1.94M)
- WEIGHT:  
202LBS (92KG)
- PLAYS:  
RIGHT-HANDED
- HIGHEST SINGLES RANKING:  
13 (JUNE 1997)
- FASTEST SERVE:  
142.3 MPH (228 KM/H)

### CAREER HIGHLIGHTS

- Impressive junior career: Wimbledon Finalist, Australian and Wimbledon Doubles Champion.
- Grand Slam Tournaments: Wimbledon Finalist in 1998, Wimbledon Doubles Semifinalist in 1996, US Open Finalist 1998, US Open Doubles Semifinalist in 1996 .
- Super 9 Tournaments: Indian Wells Quarterfinalist in 1997 defeating Andre Agassi....



## AMANDA COETZER

- BORN ON OCTOBER 2, 1971  
IN HOOPSTAD, SOUTH AFRICA
- TURNED PRO:  
1988
- HEIGHT:  
5'2" (1.58M)
- WEIGHT:  
120LBS (54KG)
- PLAYS:  
RIGHT-HANDED (TWO-HANDED  
BACKHAND)
- HIGHEST SINGLES RANKING:  
3 (NOVEMBER 1997)

### CAREER HIGHLIGHTS

- Grand Slam Tournaments: Australian Open Semifinalist in 1997 and 1996, French Open Semifinalist in 1997, US Open Quarterfinalist in 1996 and 1994, US Open Doubles Champion in 1993.
- Category I Tournaments: Tokyo Quarterfinalist in 1997, Tokyo Indoor Champion in 1993, Indian Wells Finalist in 1994 and 1993, Canadian Open Finalist in 1995, Hilton Head Quarterfinalist in 1997, Canadian Open Quarterfinalist in 1997



## CONCHITA MARTINEZ

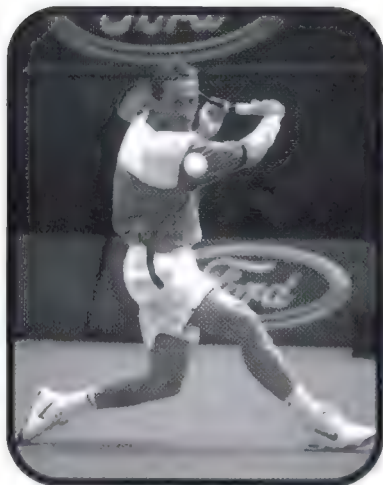
---



- BORN ON APRIL 16, 1972  
IN MONZON, SPAIN
- TURNED PRO:  
1988
- HEIGHT:  
5'7" (1.70M)
- WEIGHT:  
132LBS (59KG)
- PLAYS:  
RIGHT-HANDED
- HIGHEST SINGLES RANKING:  
2 (1996 AND 1995)

### CAREER HIGHLIGHTS

- Grand Slam Tournaments- First Spanish woman to become Wimbledon Champion in 1994. Australian Open Finalist in 1998.
- Category I Tournaments- First woman to win 4 consecutive Italian Opens from 1993 to 1996). Hilton Head Champion in 1995. Indian Wells Finalist in 1996 and 1992.



## JONAS BJÖRKMAN

- BORN ON MARCH 23, 1972  
IN VAXJO, SWEDEN
- TURNED PRO:  
1991
- HEIGHT:  
6'0" (1.84M)
- WEIGHT:  
166LBS (76KG)
- PLAYS:  
RIGHT-HANDED
- HIGHEST SINGLES RANKING:  
4 (NOVEMBER 1997)
- FASTEST SERVE:  
132 MPH

### CAREER HIGHLIGHTS

- Grand Slam Tournaments: Australian Quarterfinalist in 1998, Wimbledon Quarterfinalist in 1998, US Open Quarterfinalist in 1998 & 1994, US Open Semifinalist in 1997, French Open Semifinalist in 1998, French Open Quarterfinalist in 1994, Australian Open Doubles Champion in 1998.
- Super 9 Tournaments: Finalist in Paris-Bercy French Indoor in 1997, Semifinalist in Indian Wells, USA in 1997, Semi and Quarter finalist in Key Biscayne, USA in 1995 and 1997.
- Davis Cup Helped Sweden win with 3 victories in 1997 and led them to finals in 1996.





# CREDITS

---

## SMART DOG CREDITS

Programming:	Dave Thompson, Dave Saunders, Mathew Twigg, Byron Blay, Ian Tomkins
Graphics & 3D Modeling:	Ashley Routledge, Jessica Williams, Kamaljit Chana, Michael Woods, Tom Dickens
Music and Sounds:	Gerrard Gourley
Voice Overs:	Ian Wilson, Sissy Stone
Voice Recordist:	Des Tong
Motion Capture:	Televirtual
Development Manager:	John Turpin
Producer:	Dave Thompson
Special Thanks To:	Mark Wallace

## UBI SOFT CREDITS

Producer:	Gerard Guillemot
Project Managers:	Ahmed Boukhelifa, Vincent Minoué
Game Designer:	Lionel Rico
US Marketing Manager:	Megan Byrne
Packaging Design:	Mari Sakai
Photography:	Michael Baz
Testing Manager:	Jonathan Pépin
Testing:	Jonathan Gosselin, Jonathan Moreau, Mathieu Fortin, Charles Richer
Special Thanks:	David Bamberger, Jennifer Miller, Gwenaëlle Thebault-Tibolla, Guillaume Bloch, Sandra Yee, Melanie Montes, Melanie Melton

## WARRANTY AND SERVICE INFORMATION

Read this license agreement carefully before using this software product "ALL STAR TENNIS '99". By using this product, you indicate your acceptance of the terms of the following agreement. These terms apply to you and any subsequent licensee of this product.

This copy of the Product is licensed to you for use under the following conditions:

### A. Permitted Uses.

You may:

1. Permanently transfer the Product and its documentation to another user provided you retain no copies and the recipient agrees to the terms of this agreement.

### B. Prohibited Uses.

You may not:

1. Transfer, distribute, rent, sub-license, or lease the Product or documentation, except as provided herein.
2. Alter, modify, or adapt the Product or documentation, or portions thereof including, but not limited to, translation, decompiling, disassembling, or creating derivative works.
3. Make copies of the documentation, the Product, or portions thereof.
4. Export the Product in violation of any United States export laws.

### C. Limited Warranty by Ubi Soft, Inc.

Licensor warrants that the optical media on which the Product is distributed is free from defects in materials and workmanship. Licensor will replace defective media at no charge, provided you return the defective item with dated proof of payment to Licensor within ninety (90) days of the date of delivery. This is your sole and exclusive remedy for any breach of warranty, except as specifically provided herein and in the manual to this product. Ubi Soft Inc. makes no warranty or representation, either express or implied, with respect to the product, including its quality, performance, merchantability, or fitness for a particular purpose. In no event will Ubi Soft Inc. be liable for direct, indirect, special, incidental, or consequential damages arising out of the use or inability to use the product or documentation, even if advised of the possibility of such damages. In no case shall Ubi Soft Inc.'s liability exceed the amount of the license fee paid. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied.

### D. Warranty and Indemnification by You:

You warrant that you will abide by the terms and conditions set forth herein, and that you indemnify Ubi Soft Inc., its directors, officers, employees, agents and licensees for any costs, damages, or liabilities arising from any claims arising from any breach of the aforesaid warranty.

### E. General:

Ubi Soft, Inc. retains all rights not expressly granted herein.

Nothing in this License Agreement constitutes a waiver of Ubi Soft Inc.'s rights under United States copyright or other law. This License is non-exclusive. This License and your right to use the Product automatically terminate without notice from Ubi Soft Inc. if you fail to comply with any provision of this License Agreement or any terms and Conditions associated with the sale of this Product. Upon termination, you will destroy all documentation and disks. This Agreement is governed by the laws of the State of California.

Ubi Soft Entertainment, Inc.  
625 Third Street, 3rd Floor - San Francisco, CA 94107  
For information: 415-547-4000

# THE AWESOME CHALLENGE OF GRAND PRIX RACING



"...ultra-detailed racing animal" —EGM



## 4-WHEEL INDEPENDENT SUSPENSION

Innovative 4-point physics engine calculates and monitors all 4 tires independently, creating the most precise simulation of Grand Prix style racing you will ever experience.

## 16 INTERNATIONAL COURSES

Monaco, Australia, Brazil, Argentina, Spain, Canada, France, Great Britain, Germany, Italy, Japan, & more! All tracks to scale with realistic dimensions, scenery and environments

## AUTHENTIC CAR PERFORMANCE

Cars modeled to Grand Prix specifications. Dial in track specific parameters for your suspension, wing angles, steering alignment, brake, balance & body height

## TONS OF OPTIONS

Up to 22 racers competing on each track — Arcade, Amateur, Expert and Pro Modes — Indestructible cars or real-life damage, dents & shrapnel — With or without penalties — Weather effects & multiple road conditions — Controller Pak and Rumble Pak Compatible — 2 Player Head to Head Racing

## CAREER MODE

Start as an inexperienced driver with an entry-level team. As your skill improves, you're invited to race for more prestigious teams

## INSTANTLY SAVE VITAL STATISTICS

In Pak 4K E<sup>2</sup>ROM to save driver & team names, game configuration and Hall of Fame careers

Ubi Soft Entertainment, Inc.  
625 Third Street, 3rd Floor - San Francisco, CA 94107

PRINTED IN U.S.A.